ART & UTILITY DISK
Volume 1

DELUXE Paint

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MANUAL BY DAVID K. SIMERLY

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Getting Started

Before using any of the utilities or art on the *DeluxePaint Art & Utility Disk, Volume 1*, you should make a backup copy to use as the work disk. Follow the instructions in the *Amiga User Guides* to make a backup copy with the Workbench, then rename the copy, "Art".

In order to use the *PrintUtility* with *DeluxePaint*, you will need to put the CLI program "Run" into the "c" directory of your *DeluxePaint* program disk. Here's how: The "Run" program can be found in the "c" directory on your *Workbench* disk. To copy it, boot your Amiga with a Workbench disk, double-click the Workbench disk icon, and then double-click the CLI icon in the "System" drawer. In the CLI window type:

Copy c/Run to DeluxePaint:c

and press **Return**. If you're using only one disk drive, it's much quicker to type:

Dir ram:
Copy Workbench:c/Run to ram:
Copy ram:Run to DeluxePaint:c
Delete ram:Run

Now you are ready to use the *PrintUtility*.

PrintUtility Instructions

PrintUtility prints your Amiga picture files in the background while you continue to work in *DeluxePaint* or another Amiga program. The following examples demonstrate how to use *PrintUtility* with *DeluxePaint*. First boot your Amiga with *DeluxePaint*. (If the Workbench screen appears, see the **NOTE** below.) When the CLI prompt (**1>**) appears, type **Run Art:PrintUtility** and press **Return**. (If you haven't already inserted the *Art & Utility Disk*, the Amiga will ask for it.) The *PrintUtility* title bar soon appears, signifying that *PrintUtility* is up and running. Now type **DPaint** and press **Return**.

NOTE: If you boot with *DeluxePaint* and the Workbench appears instead of a CLI prompt, insert the *Art & Utility Disk* and double-click on the *Art* disk icon to open the disk window. Now double-click on the *PrintUtility* icon. After the *PrintUtility* title bar appears, double-click on the *DeluxePaint* disk icon to open the disk window, then on the *DPaint* paintcan icon to launch the program.

DeluxePaint and *PrintUtility* are both running now. Switch back and forth between them by pressing **left-Amiga-n** and **left-Amiga-m**. Use the right mouse button to pull down the two PrintUtility menus: **By Screen** and **By File.**

NOTE: If the *PrintUtility* menus won't pull down, click on the *PrintUtility* title bar with the left mouse button. Intuition requires you to click in a task to activate it before you can work with it. Similarly, if DeluxePaint's menus won't pull down, click in its control panel with the left mouse button.

The **By Screen** menu lists all the available screens. Choosing a screen from the menu changes the menu so it contains these three commands:

Selected screen to front	Brings the selected screen to the front where you can view it. While viewing it, click the left mouse button to make it active ***or*** click the right mouse button to bring the *PrintUtility* screen back to the front.
Print selected screen	Prints the selected screen.
Return to screen selection	Resets the **By Screen** menu so you can choose another screen.

To print a screen, choose **Print selected screen** from the **By Screen** menu. *PrintUtility* will show you that screen for a second, then ask if you want to "Print the screen?". Click the **Yes** button and you're asked, "Make Backgound Color Transparent?" If you click **Yes**, *PrintUtility* prints the background as transparent (no ink on paper).

The **By File** menu offers two commands that let you print image files and text files. Use the **Image File** command to print pictures such as those from *DeluxePaint*. Use the **Text File** command to print text-only files such as Slideshow scripts and Notepad files.

When typing a filename to print, be sure to use the *entire* path name. For example, if you want to print the "Bodies" picture in the "Aliens" drawer, which in turn is in the "lo-res" drawer on the *Art & Utility Disk*, enter the path name **Art:lo-res/Aliens/Bodies**. To print a file on another disk, include the disk name, e.g. **DeluxePaint:lo-res/Waterfall**.

During printing, another requester appears that lets you **Pause** the printout, print the same selection **Again**, or **Abort** the printout.

Miscellaneous Notes: Always run *PrintUtility* first, and then *DeluxePaint*. If *DeluxePaint* freezes when you try to start the program, bring the Workbench or CLI screen to the front with **left-Amiga-n**. There should be a requester box stating that the Workbench couldn't be closed. Click Proceed and continue.

Never try to print a document sideways with *PrintUtility*. Always set Preferences to Horizontal orientation when you plan to use *PrintUtility*. If large white bands appear in an Image File printout, use Preferences to adjust the printer margins by one or two characters in either direction.

Some Amiga programs do not assign names to their display screens. Screens without names will appear as blank lines in the **By Screen** menu.

Slideshow Instructions

The *Slideshow* utility lets you create custom slide shows with your *DeluxePaint* artwork. The three elements you need to make a slide show are: the *Slideshow* program, the "slides" (picture files from *DeluxePaint* and text files), and a slide show script. To make your own slide shows, copy all these elements onto the same disk.

Running Slideshow: The example slide show on the *Art & Utility Disk* shows off the artwork on this disk. To view it, boot the Amiga with a Workbench disk, insert the *Art & Utility Disk*, and double-click the *Slideshow* icon.

Pausing Slideshow: Click the **right mouse button** or the **spacebar** to pause *Slideshow*; click the **right mouse button** or the **spacebar** to start again. While paused, you can switch to the Workbench by pressing **left-Amiga-n**, and back again with **left-Amiga-m**. Press **Escape** to end the slide show.

Writing Slideshow Scripts: A *Slideshow* script is similar to a simple television script. For example, a simple *Slideshow* script might **load** the first picture; **show** it; **load** the next picture; **wait** 4 seconds; **fade** in; and so on. The script can play completely and end like a slide tray; or it can **restart**, forming an endless loop like a slide carousel.

Slideshow normally plays the script file called "Script," but if you've written several different scripts each with a different name, you can specify which one you'd like to view. Just click once on the *Slideshow* icon and then shift-double-click on your script file icon.

Slideshow always keeps track of a "current slide" and a "next slide." The "current slide" is the one that's displayed. When you ask *Slideshow* to load a picture, it drops that picture into the "next slide" slot. You can fade, roll, switch, etc. to the next slide. The slide that was "current" automatically falls back to the "next slide" slot, and will remain there until you load another picture.

Slideshow scripts are text files created with Amiga's Notepad or any other program that creates text-only files. Each line in the script is one "instruction" to Slideshow. Blank lines and multi-page Notepad files are acceptable. To see an example *Slideshow* script, use the Notepad to look at the file "Script" on the *Art & Utility Disk*. When creating script files using the Notepad tool, you should always leave a few blank lines on each page of the script so you can add to the slide show later if necessary.

Slideshow instructions are explained below. Each *Slideshow* instruction starts with a "command," and may be followed by one or more parameters that make the command operate in a certain fashion. Each example appears in **bold**. The *italicized* parts must appear exactly as shown here. In particular, they must be in lowercase letters.

load **:lo-res/Africa/Africa Backdrop**	Loads the specified picture file as the next slide, but doesn't show it yet. The **load** command assumes *everything* in the parameter is the file name, including spaces. Do not use quotation marks.
load text **:Intro**	Loads the specified text file as the next slide, but doesn't show it. Slideshow displays text in 9-point Topaz font.

wait **10**

Waits 10 seconds before doing the next script instruction. Stop waiting by clicking the left mouse button.

The commands ***show***, ***scrollup***, ***scrolldn***, ***pullup***, ***pulldn***, ***rollup***, ***rolldn***, ***fade***, ***darken***, and ***restore*** allow a large variety of transitions between slides.

show

Cuts to the next slide.

scrollup
scrollup speed **2**

Scrolls the current slide upward, pulling the next slide behind it. This takes 3 1/3 seconds. The **speed** parameter is optional, and allows you to speed it up. For example, **speed 2** doubles the scrolling speed.

scrolldn
scrolldn speed **2**

Like **scrollup**, but downward.

pullup
pullup speed **2**
pulldn
pulldn speed **2**

Pullup and **pulldn** are like **scrollup** and **scrolldn**, but they pull the next slide—like a window shade—up or down *over* the current slide, which remains stationery. Again, the **speed** parameter is optional.

rollup
rollup speed **2**
rolldn
rolldn speed **2**

Rollup and **rolldn** are like **scrollup** and **scrolldn**, but they perform a rolling wipe between two slides that don't move. Again, the **speed** parameter is optional.

fade out
fade out time **2**
fade out quick

Fades the current slide to black within one second. The **time** parameter (in seconds) lengthens the duration of the fade. The **quick** parameter makes it 4 times faster, while **quick quick** makes it 8 times faster.

fade in

Switches to the next slide, then fades it in from

fade in time 2 *fade in quick*	black. The **time**, **quick**, and **quick quick** parameters can be used here, too.
fade *fade time* 2 *fade quick*	Fades out the current slide, then fades in the next slide. Any **time**, **quick**, or **quick quick** parameter sets the rate of both the fade-out and the fade-in.
restore current/next	Switches to and instantly fades in the specified slide. If you omit the parameter, it defaults to **next**.
darken current/next	Instantly fades out the specified slide. If you omit the parameter, it defaults to **current**. **Darken next** lets you scroll, pull, or roll to a black screen, then **restore current**.
cycle on/off current/next	Turns *DeluxePaint* color cycle animation **on** or **off** for either the **current** or the **next** slide. If you omit the parameters, they default to **on** and **current**. Color cycling slows things down when *Slideshow* is loading a picture (especially a high-res picture) or switching between pictures of different resolutions.
flip pointer	Flips the Intuition pointer direction so you can move it out of sight.
restore pointer	Flips Intuition's arrow pointer back into view.
Label:	You can label a place in your script with any single word other than a *Slideshow* command. **Restart** (see below) can then refer to the label. It's safest to end a label with a colon.
restart	Restarts the slide show from the beginning.

***restart at* Label:**	Restarts the slide show from the specified label. This lets your show have a one-time introduction which is followed by a never-ending slide carousel.
***rem* Your remarks here.**	You can put helpful notes in your script using **rem** to tag them as remarks. *Slideshow* will ignore each such line. This is useful to keep track of what each script portion does.
stop	Stops the slide show and returns to the Workbench or CLI. A slide show automatically stops at the end of a script. The **stop** command is handy to temporarily shorten a script.

Polyscope Instructions

To start *Polyscope* from the Workbench, double-click on the *Polyscope* icon. To start from CLI type **Polyscope** and press **Return**. If *Polyscope* is on a disk in the external disk drive, type **DF1:Polyscope** and press **Return**.

The first screen to appear is the *Polyscope* instruction screen, which lists all of the commands that control *Polyscope*.

F1 — F10	Adds a new *Polyscope* pattern to the screen.
c	Clears the screen, but the pattern continues to run.
p	Freezes the pattern and prints the screen.
D	(Must use an uppercase D.) Freezes the pattern and saves the screen in the "Poly.pic" *DeluxePaint* file. (See "Saving Polyscope Patterns" below.)
Escape	Returns to the instruction screen.
Return	Returns to the pattern screen and adds the next function key pattern in the sequence; i.e., if the current pattern is F7, pressing **Return** adds F8 to the pattern screen as well.

Polyscope Snapshots: If you want to save a snapshot of a *Polyscope* pattern screen as a *DeluxePaint* file, you'll need to move *Polyscope* and its associated files onto a disk with plenty of free space. Initialize a blank disk with the Workbench and copy *Polyscope*, the "Poly" drawer, and the "Poly.pic" file to the new disk. Rename the disk "Art" and run the copy of *Polyscope* on this disk.

Use the function keys to add patterns to the pattern screen. When you see a pattern combination you like, press **Shift-D** to save the screen in the "Poly.pic" *DeluxePaint* file.

Quitting Polyscope: You must reset your Amiga with **Control-left-Amiga-right-Amiga** in order to leave *Polyscope*. This means that you cannot run other programs concurrently with *Polyscope*.

Artwork Hints

All of the artwork on the *Art & Utility Disk* has been created to take full advantage of an Amiga equipped with 512K of RAM (Random Access Memory). 512K users can use *DeluxePaint*'s spare screen like a clipboard of images. For instance, create the main image on the main screen, load a picture of objects from the *Art & Utility Disk* (like alien appendages) into the spare screen, then pick up images as brushes from the spare screen as needed. If your Amiga is equipped with only 256K, you can't use two editing screens and must save each of the images in each picture as a separate brush on disk.

Construct your artwork in layers, starting from back to front. To build a face, for instance, first load the head as the bottom layer. The next layer is the mouth, nose, eyes, ears, and hair. The top layer is things like jewelry, sunglasses, etc.

Some situations call for more finesse in the way you manipulate images. For example, suppose you have an alien's body on the main screen and you want to add wings. To do this you need to reverse the layers, placing the body on top of the wings. Load the picture with wings into the spare screen and press **J** to switch to the main screen. In the main screen, pick up the alien's body as a brush and press **J** to switch back to the spare screen. Drop the body onto the wings in the spare screen. Now transfer the winged body back to the main screen and repeat the process to add a tail or other appendages.

Transfer individual pictures between different groups to produce interesting effects. For instance, select a face from the faces picture and transfer it into an alien picture. The face takes on an alien look as it is redrawn with the alien palette.

Sometimes you can use specific pictures for entirely different purposes. Suppose you want to create a picture of giraffes grazing in an African landscape. First select the entire grass area as a brush and remap the greens to yellows to

create a dry season background. When you place animals in the picture, drop small bushes on their feet to make them blend in with the grassy plain.

These are just a few hints at the great number of possibilities available with the pictures on the *Art & Utility Disk.* With a little imagination, you'll be creating artwork that would make even Rembrandt proud.

DeluxePrint Hints

The art on this disk can be used in *DeluxePrint* after it has been remapped from 32 colors to 16. The art must also be resized to fit into *DeluxePrint's* picture format. Please refer to Appendix C "Communicating With DeluxePaint", in the *DeluxePrint* manual for specific instructions on remapping palettes, and resizing brushes and pictures. Remember to set the drawer name in the *DeluxePrint* path requester to **lo-res** before attempting to load images from this disk.

DeluxeVideo Hints

DeluxeVideo automatically converts any image on this disk to 8 colors. Remember to set the file drawer name to **lo-res** when loading pictures in *DeluxeVideo*. For further instructions, see Appendix C, "Using DeluxePaint Pictures With DeluxeVideo," in the *DeluxeVideo* manual. Use the Framer utility to load an image from this disk as a *DeluxeVideo object.* See the "Using the Framer" tutorial in the *DeluxeVideo* manual.

A Word About Perry S. Kivolowitz

Aside from creating wonderful printer utilities for Electronic Arts, Perry is also a founding member of the Advanced Systems Design Group — a consortium of hardware and software engineers specializing in the design and development of UNIX™ (a trademark of Bell Telephone Laboratories, Inc.) and the Amiga.

Perry has computer graphics training through the doctoral level and spends much of his time hacking UNIX™ kernels (don't try this at home), and writing for various journals and magazines. One of Perry's favorite pastimes is pretending he's once again on the California coast highway, while driving with the car top down on beautiful New Jersey days — in January.

Perry would like to thank Dave Berezowski for his help in dealing with printer idiosyncracies, and special thanks to Andrea for putting up with many late nights. Or was that the other way around?

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